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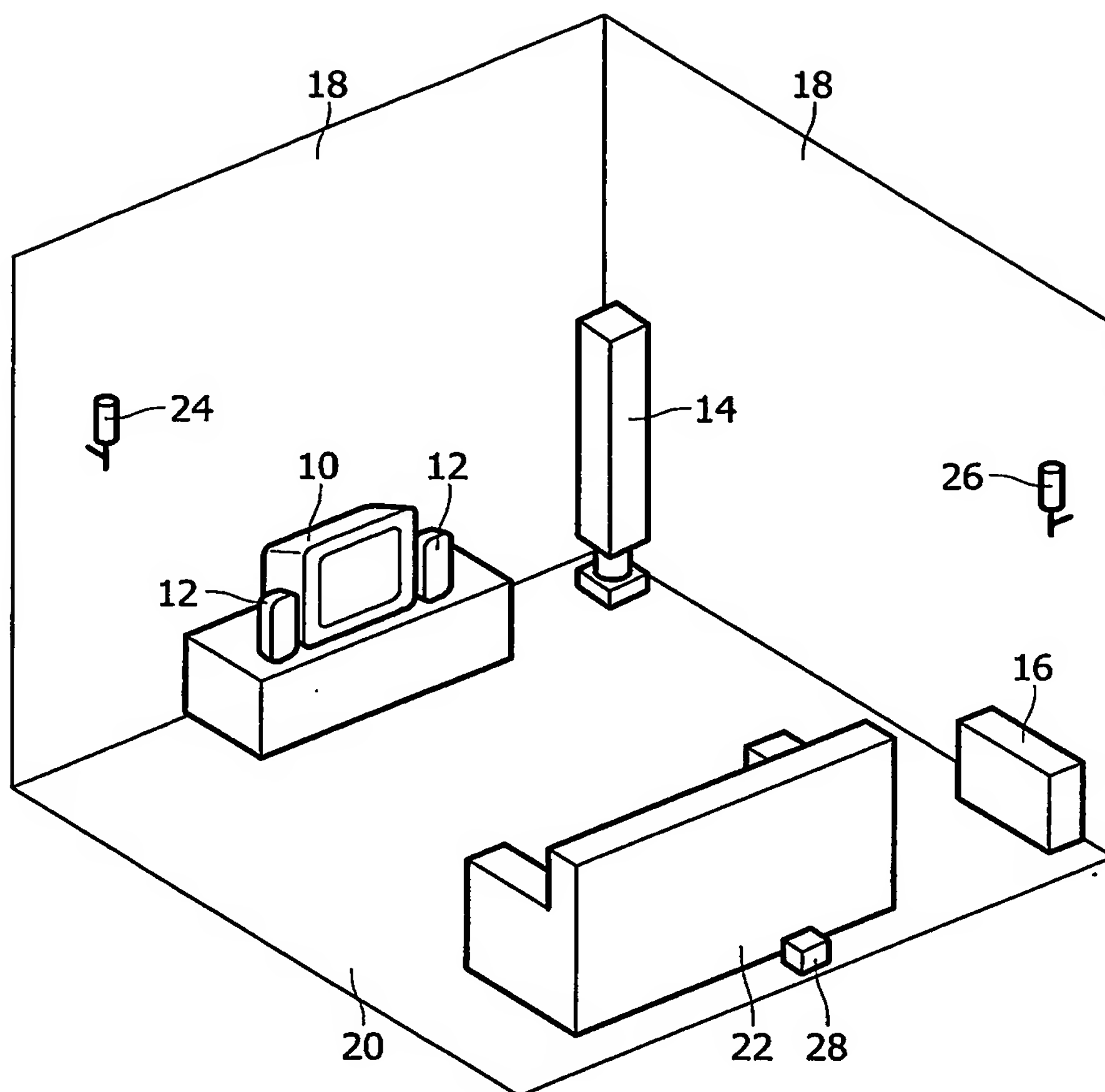
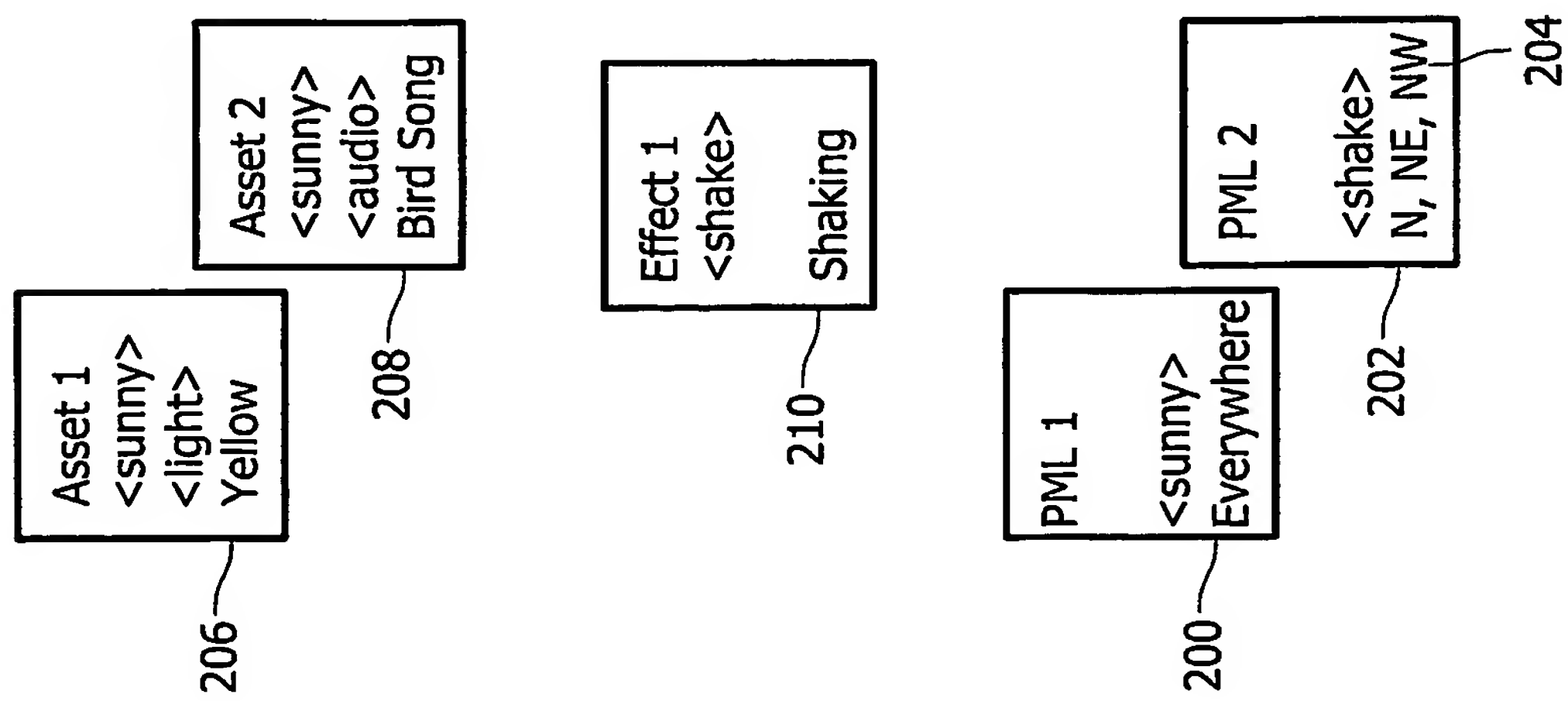
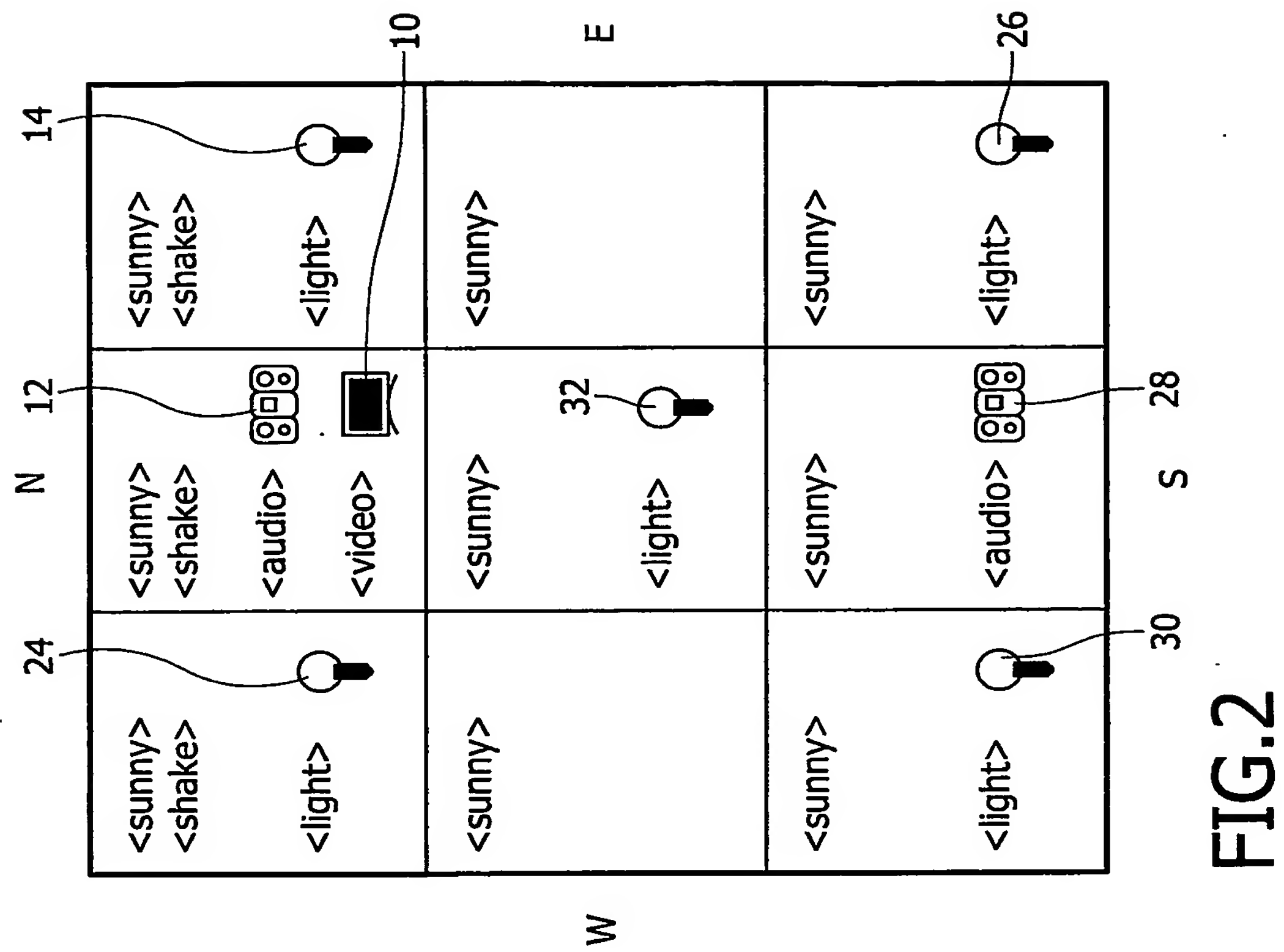


FIG.1



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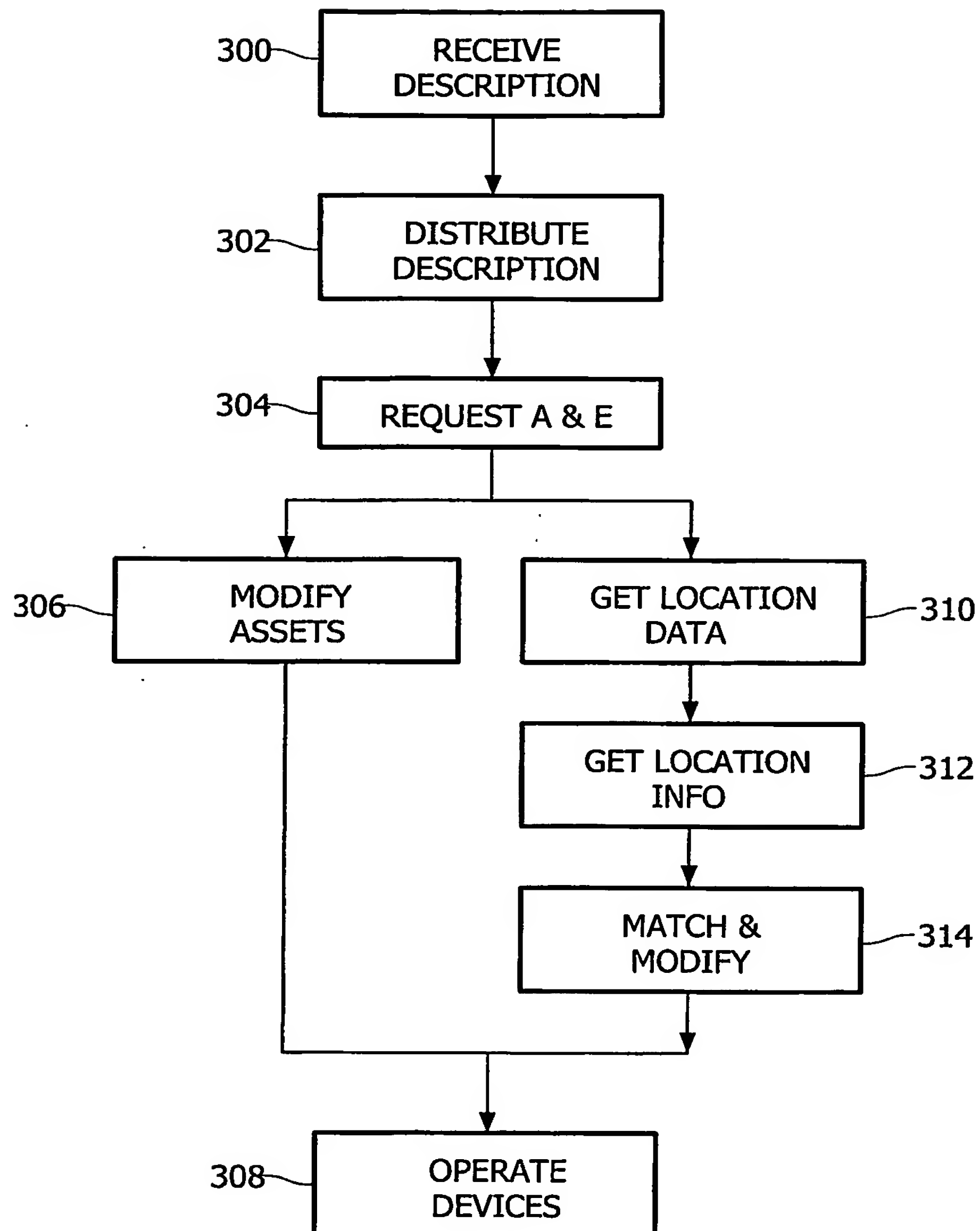


FIG.3

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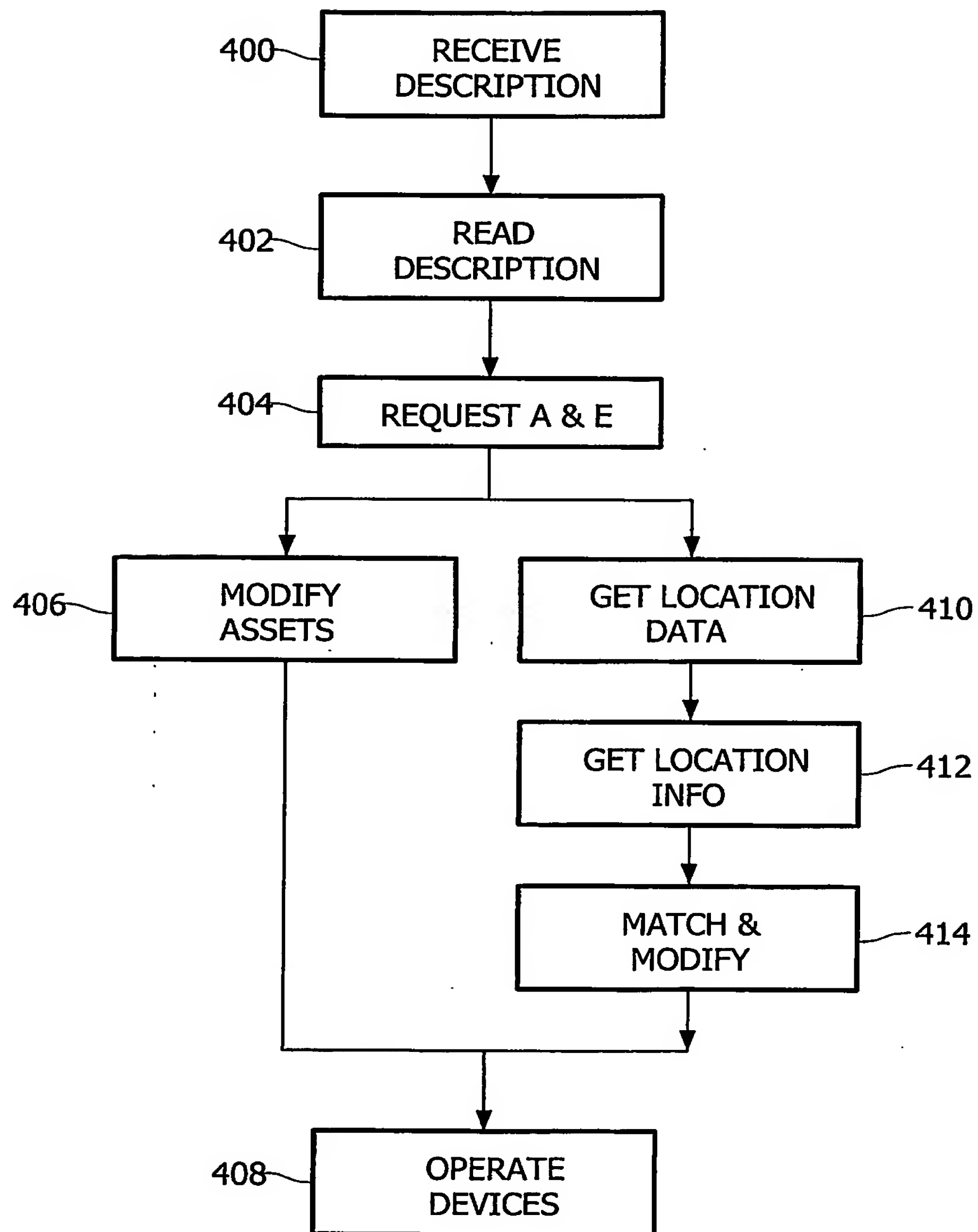


FIG. 4

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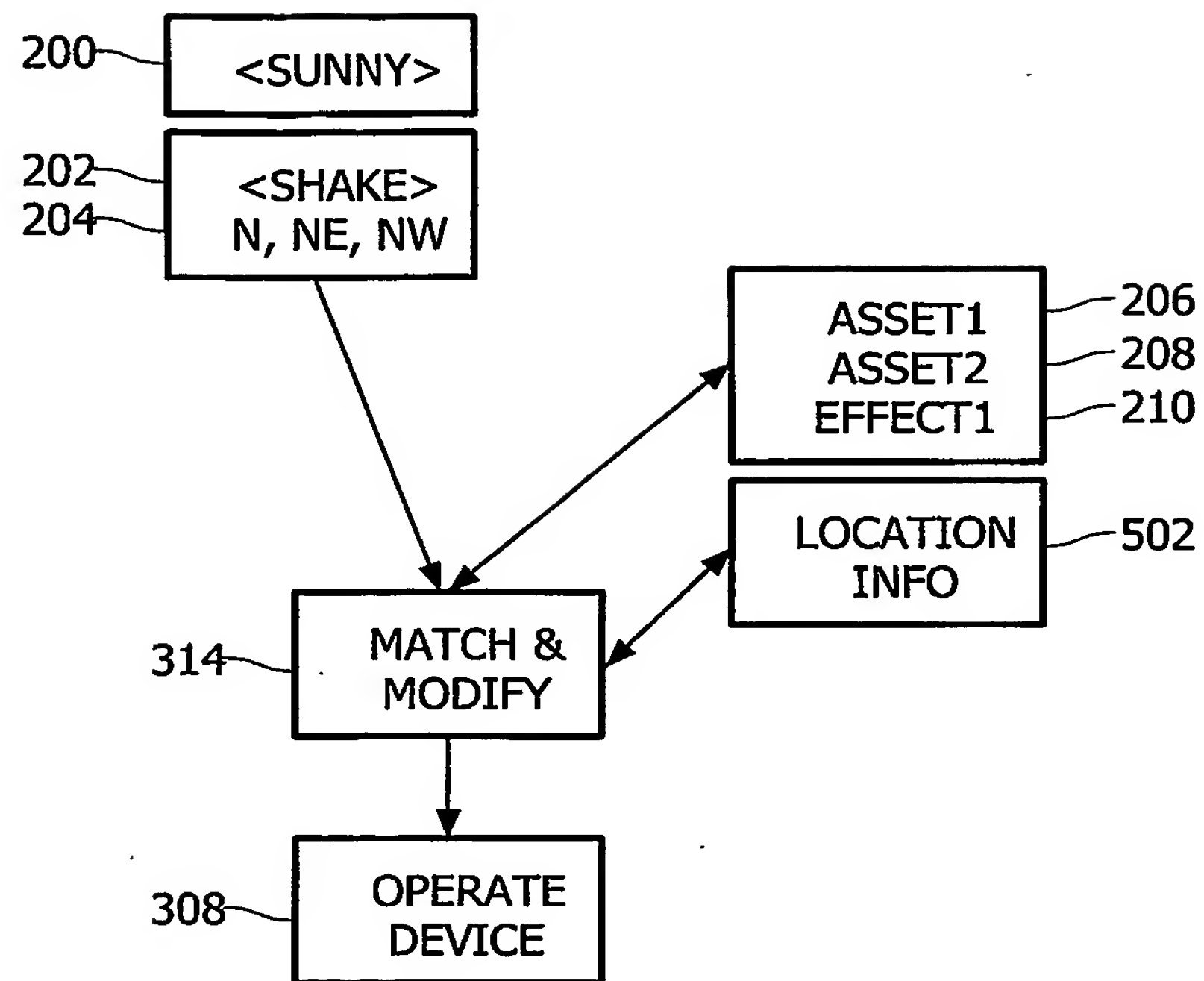


FIG.5

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```
<pml>
<fragment> example

  <asset> asset1
    <state> sunny </state>
    <type> rgb_light </type>
    <value> 100,100,0 </value>
  </asset>

  <asset> asset2
    <state> sunny </state>
    <type> audio_mp3 </type>
    <value> birdsong.mp3 </value>
  </asset>

  <effect> effect1
    <state> shake </state>
    <type> all </type>
    <value> shaking </value>
  </effect>

  <object> object1
    <state> sunny </state>
    <location> everywhere </location>
  </object>

  <object> object2
    <state> shake </state>
    <location> N, NE, NW </location>
  </object>

</fragment>
</pml>
```

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208

210

200

202

204

FIG.6